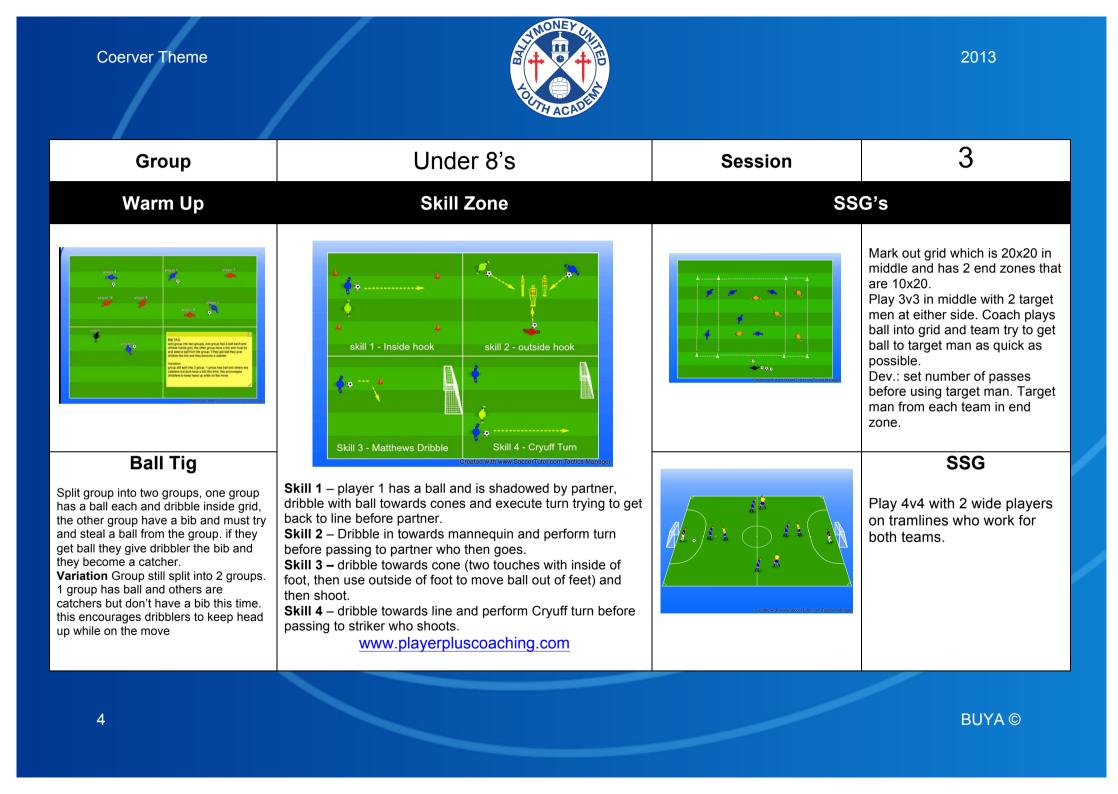


Ballymoney United Youth Academy Coaching Session Booklet 2013



Coerver Theme		A CADEN		2013
Group	Unde	er 8's	Session	1
Warm Up	Ball Famil	iarisation	Passing	
	rent of the second seco	Head or catch Group make circle around coach, coach throws ball to player and calls catch or head, player must return with that action. If performed wrong run around group. Play opposites.	A a a a a a a a a a a a a a a a a a a a	<b>Pass and Turn</b> Work in group of 3, pass to player in middle who turns with ball and passes to player at end. Weight of pass, player in middle takes ball on back foot. Change roles regularly
<ul> <li>Jump and shout</li> <li>One ball per child.</li> <li>Players dribble inside grid using both feet, doing range of skills such as toe taps, turns etc.</li> <li>Work on both feet</li> <li>On call of jump players stop ball and jump in air shouting waah!</li> <li>Then add stopping ball then going low making low noise</li> <li>Alternate between both</li> <li>Call opposites, on call of jump players go low making low noise and vice versa.</li> </ul>	Leade at a week boost floor on factor Margare	Dribble & Pass Players have ball each and dribble through gates. Progress to working with partner and you must pass through gate to partner to score a point. Add in time challenges/ number of passes etc.	Created with www.Soccerffultar.com Tackers Manager	SSG Focus on passing, use of width and consistent use of weaker foot

Coerver Theme		THIN ACADEM		2013
Group	Und	er 8's	Session	2
Warm Up	Pas	sing	Shooting	
Cristica with www.Societ fuldration.Tracted Manager	man 1 mar 1 mar 1 mar 2 mar 1 mar 1 mar 1 mar 1 mar 1 mar 1	<ul> <li>Toe tap Sequence</li> <li>Set up per grid in regimented order</li> <li>Players perform toe taps, on clap turn 90 degrees</li> <li>Keep shape</li> <li>Add pendulums</li> </ul>		Pass then turn and shoot Pass and then change places with person in middle, keep playing until coaches blows whistle, then player with ball tries to score a goal before other team.
<ul> <li>Thigh catch</li> <li>Ball each dribbling inside and performing variety of ball</li> <li>Familiarisation techniques. Add in Stop turn and drag back turn.</li> <li>Advance to:</li> <li>Ball in hands release to thigh and knock up in air before catching.</li> <li>2 thigh touches before catch</li> <li>Alternate thighs then catch</li> <li>Freestyle</li> </ul>		<b>Twin Toe Tap</b> With partner ball between 2 both do toe taps at same time. Add rotations on clap Build speed and tempo	Created with www.Socar/Tuter.com Tacics Manager	Numbers Game Two teams of 5 numbered 1 to 5, both teams in opposite corners. Coach calls out number i.e 1 and the number 1's from each corner compete to score first. Coach can call out more than 1 number at a time.

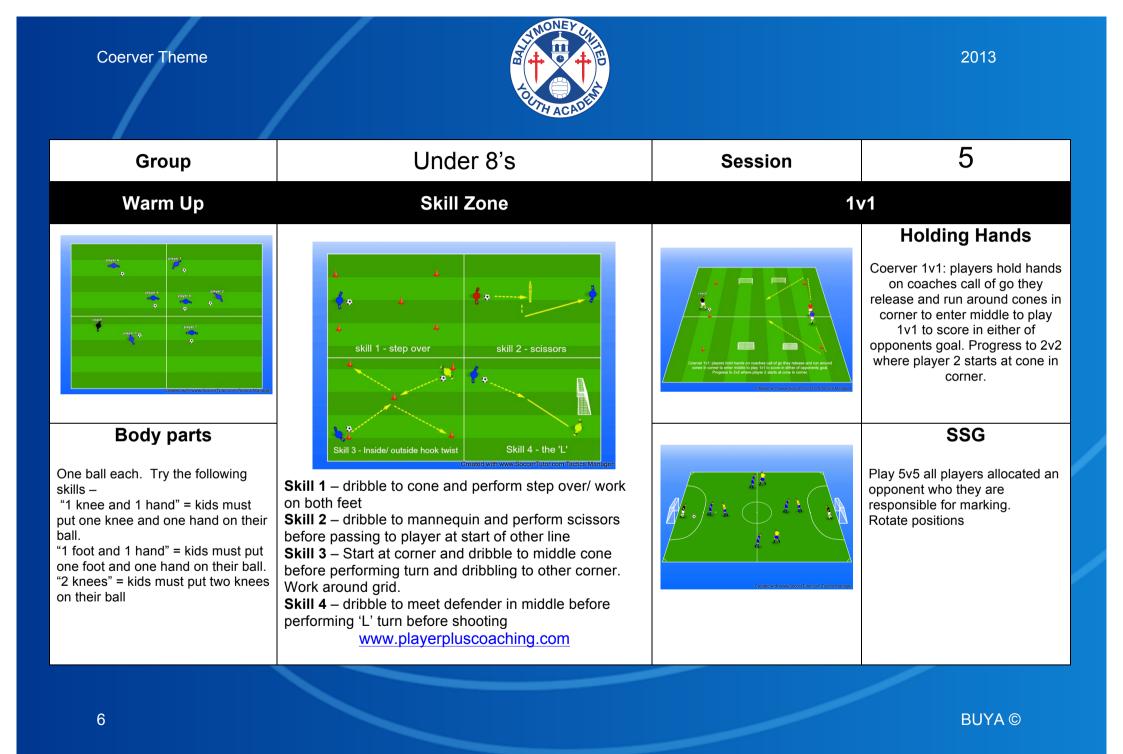




Group	Under 8's		Session	4
Warm Up	Passing/ shooting		SSG	
Created with www.Soccerf Lidor com Tables Mankeer	La construction Taise Margar	<ul> <li>Passing Sequence</li> <li>Each group has a football in their area, and each group numbers each other 1-5. Number 1, passes to 2, to 3, to 4, to, 5, to 1 in their area.</li> <li>On coaches call move to new grid leaving ball behind</li> </ul>		<b>1v1</b> Two teams of 4, each team lines up opposite small goal. First player from the line dribbles and scores and then becomes the defender against the first player from the other team. Drill continues that after you shoot you defend. P play 2v2 as per illustration
Musical Cones Range of coloured cones spread out in area. Coach calls out colour players must dribble to that colour. Call out few colours players must dribble in sequence. P. Enough cones for one each, on go players dribble and coach removes cones. On call you must get to a free cone if none left go to skills square.	ting the second secon	Square Shooting Two small lines, first player dribbles to cone diagonally then back heels ball from player at start of other line to shoot. P. Try both feet	Create with one base Manager	<b>SSG</b> Play 4v4 with 2 wide players on tramlines who work for both teams.

2013

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Group	Under 8's		Session	6
Warm Up	Skill Development		SSG	
reads		<b>3v1</b> Working in small grid, encourage movement around grid and try to keep possession of ball. 5 passes = goal, KQ – does the player in possession always have 2		<b>3v3 Multi Goal</b> Coerver 3v3. coach passes ball to any team and they combine to try and score in any of their opponents three goals. other members of team stand behind goal and when goal is scored or
END ZONE TAG Players jog inside grid typing to avoid the two taggers, if you are being chased you can enter safe zone on either side (only stay for 3 ecconde before reentering) if caugit balance on on eithe side is guild freed. Porgension taggers have ball, all players dribble inside grid. Created with www.Socceri filterscom indice Manuae	Created with www.SocianTatic comTatics Manager	options? Rotate roles	Covers' 3-3, couch passes bell is any hern and they controls to an ad core is any other approach to good any other methods where here bell and any other and in particular sources and the second any other sources and when particular any other sources and the second any other and the second and the second and the second any other Creating with www.SoccerTuber.com factors Manager	coach calls game dead they switch. Focus on overlaps and width. Use passing arcs for goals
End Zone Tag		1v1		SSG
Players jog inside grid trying to avoid the two taggers, if you are being chased you can enter safe zone on either side (only stay for 3 seconds before reentering) if caught balance on one leg until freed. Progression taggers have ball, all players dribble inside grid.		split group into small lines, player 1 starts with ball and passes to player 2, they then play 1v1 into any of the goals. Coach adds time limit or calls end of game, can things be done fast.		Play 5v5 all players allocated an opponent who they are responsible for marking. Rotate positions

2013

Coerver Theme		AND ACADES		2013
Group	Unc	ler 8's	Session	7
Warm Up	Skill De	velopment	Shootii	ng/ SSG
CONNER BALL kal details with ball are concises and they details ball and the additional difference of additional balls and the additional difference of additional balls and the additional difference of additional balls and a difference on additional difference on the additiona		Special Moves Dribble to cone in middle and then pass to player at start of your line. Dribble into middle perform drag back before rejoining group perform U turn before rejoining group. Now go to middle then pass to group on your left and join the back of that group	Create we we have There are the designed of the the designed of the designed o	<b>2v1</b> player in middle passes to any of one of the player at start of other line. they then join with this player to play as a 2 against the player from the start of the other line. P. rotate roles
<b>Corner Ball</b> Players dribble with ball, on coaches call they dribble ball and leave it in a corner then go and get a ball from a different corner. Perform drag back when collecting ball. While in middle perform a variety of skills such as	A Demonstration of the second se	<b>321 shoot</b> player at front of group one dribbles to line then shoots, he then turns to face group 2, player at start of group 2 plays a 1-2 then shoots. Group 2 player then becomes defender in 1v1 situation against player from		<b>SSG</b> Play 4v4 with 2 wide players on tram lines who work for both teams.
foot heel, foot toe, v shape	Created with weak Social Flater can't have a Manager	group 3		

8

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Coerver Theme		ACADEMIC A		2013
Group	Under	<sup>-</sup> 8's	Session	8
Warm Up	Techn	ical	Dribbling	
regent re	Dribble, Turn and Shoot	Dribble, turn and shoot First player dribbles to line and performs a turn then comes back to original line before turning and shooting. Change lines so as shooting from different angle. (Technique)		<b>3v3 Middle Goal</b> 3v3. blue team start with ball and pass long to red team, when red team control ball they can attack either of the 2 goals. game continues until goal is scored on either goal or coach calls game to end.
Happy Feet "1" = Toe Taps – One foot on top of ball then the other, then the other, then the other etc "2" = Side to Side – move the ball from foot to foot using the inside of the feet. "3" = Push & Pull – Move ball back and forth using the sole of the foot on top of the ball. Try some of the COERVER skills	3 v 3 + 2 Possession game	<b>3v3 plus 2</b> Play 3v3 possession game in middle. Use of players on outside to retain possession. Add when passed to player on outside then change places.	Created with www.SoconTubic con. Tactor Manager	<b>SSG</b> Play 5v5 all players allocated an opponent who they are responsible for marking. Rotate positions

Coerver Theme		A LETHACADEN		2013
Group	Under	r 8's	Session	9
Warm Up	Techn	ical	Attacking	
Obstacle Course	Ontble and Pass     Ontble and Pass     Ontble and Pass	Dribble and Pass Split group into four corners: 1; Dribble into face mannequin perform drag back and dribble back 2. Dribble around mannequin pass to player at start of line 3. Dribble around mannequin and pass to player at start of group on your left.	Attacking 2 v 1 with width	Use of Width Striker starts on edge of box and when they dribble defender comes in. the striker can play to either wide man to create a 2 v 1 situation. Striker then becomes wide man. Change angle of defenders approach.
<b>Obstacle Course</b> Split group in half, half group have ball each and dribble in the middle of grid performing turns and flicks through the cones and mannequin, change regularly with players on outside by passing through gates. Focus and recap on turns and skills covered in previous weeks.	Shooting - put me in Shooting - put me in L L L L Created with weak documentationers Trades Mathematications	<ul> <li>Shooting – put me in</li> <li>1. Player has ball and dribbles to cone then passes to striker who has pealed off mannequin.</li> <li>2. play firm pass into feet for striker to flick ball to side before going through to score.</li> <li>3. play 1-2 with striker who goes through to score</li> </ul>	Cuestion we Roter function These Manager	<b>SSG</b> Play 4v4 with 2 wide players on tramlines who work for both teams.



Group	Under 8's		Session	10
Warm Up	Technical		Dribbling	
		Drag and push		Run the Gauntlet
3.360 4. step over 3.360 4. step over 1. chop 2. matthews 4. p. 1. Created with www. Societ future on Tables Manager		<ul> <li>Number players 1to 3 and players go when number called.</li> <li>1. 3 touches inside of foot/ 3 touches outside of foot.</li> <li>2. All players go drag and push until coach calls sit, then all players must sit on ball, last player go back to line.</li> </ul>	L L L L L L L L Create with weak document function for the case of the	Player starts with ball and tries to dribble past the two defenders who must remain on the white line. Once they dribble across or loose ball player from opposite side starts. Rotate roles Give defenders more flexibility to move.
Line and Turn <ol> <li>Dribble and perform chop to beat mannequin</li> <li>Dribble and perform Matthew</li> <li>Dribble and perform 360</li> <li>Dribble and perform scissors</li> </ol> Rotate roles Now dribble across performing skill on both mannequins	Passing - Follow me	Player starts with ball and passes to player on right then follows pass. KP: • Weight of pass • Play to back foot • Take ball on back foot • Work on both sides • Add in 2 balls	Current rue door flat on theory	<b>SSG</b> Play 5v5 all players allocated an opponent who they are responsible for marking. Rotate positions

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## **Extra Drills**

